

## **CLAIM AMENDMENTS**

### **Claims pending:**

- At time of the Office Action: Claims 1-6, 8-18, 20-36, 38-42, 57-58, 60-67 and 69-71.
- After this Response: Claims 1-6, 8-18, 20-36, 38-42, 57-58, 60-67 and 69-71.

**Canceled claims:** None.

**Amended claims:** 1, 8, 9, 18, and 22.

**New Claims:** None.

The listing of claims below will replace prior versions of claims in the application:

1. (Currently Amended) A game console comprising a hard disk drive that is non-removable from the game console and that stores a console application to which the game console boots that presents a graphical user interface providing navigation to media on the game console, wherein the hard disk drive has ~~is~~ ~~segregated into~~ a user data region and an application region.

2. (Previously Presented) A game console as recited in claim 1, wherein the media is selected from the group consisting of:

media to play a game;

media to watch a movie; and

media to listen to music.

3. (Previously Presented) A game console as recited in claim 1 further including a portable media drive coupled to a processor and configured to communicate with a storage disc upon which the media is stored.

4. (Previously Presented) A game console as recited in claim 3 wherein the game console application is stored on the non-removable hard disk drive and is executable on the processor.

5. (Previously Presented) A game console as recited in claim 3 further including a portable memory unit coupled to the processor.

6. (Previously Presented) A game console as recited in claim 5 wherein the portable memory unit is coupled to the processor via a game controller for receiving user input.

7. Canceled.

8. (Currently Amended) A game console as recited in claim 1 wherein the hard disk drive is further has ~~segregated into~~ a console application region.

9. (Currently Amended) A game console as recited in claim 1 wherein the hard disk drive is further has ~~segregated into~~ a settings region, a utility region, and a console application region.

10. (Previously Presented) A game console as recited in claim 1 wherein the non-removable hard disk drive is configured to store data associated with multiple saved games.

11. (Previously Presented) A game console as recited in claim 1 wherein the non-removable hard disk drive is configured to store a list of recently used nicknames.

12. (Previously Presented) A game console as recited in claim 1 further comprising an enclosure for the processor, the non-removable hard disk drive and a port for interfacing with a game controller.

13. (Previously Presented) A game console comprising a housing that contains each of:

a portable media reader;

a processor; and

a hard disk drive coupled to the processor, the hard disk drive being configured to boot the game console and to store data associated with the game console, wherein the processor:

is coupled to receive video game instructions for a video game from portable media in the portable media reader;

executes the video game using the game instructions read from the portable media in the portable media reader;

is coupled to a controller to receive user commands when executing the video game; and

sends video game data to the controller to be saved.

14. (Previously Presented) A game console as recited in claim 13 wherein the video game data is saved in a storage device in the controller.

15. (Previously Presented) A game console as recited in claim 13 wherein the video game data is saved in a portable memory unit coupled to the controller.

16. (Previously Presented) A game console as recited in claim 13 further including a memory coupled to the processor.

17. (Previously Presented) A game console as recited in claim 13 wherein the hard disk drive contains a console application configured to implement a user interface to the gaming system.

18. (Currently Amended) A game console comprising a processor and a hard disk drive coupled to the processor, wherein the hard disk drive stores a console application to which the game console boots, and wherein the hard disk drive is configured to store ~~stores~~ application data such that data associated with a first application is inaccessible to other applications.

19. Canceled.

20. (Previously Presented) A game console as recited in claim 18 wherein the hard disk drive is further configured to store saved game data such that saved game data associated with a particular game is stored separately from saved game data associated with other games.

21. (Previously Presented) A game console as recited in claim 18 wherein the hard disk drive is further configured to store saved game data in a user data region and configured to store application-related data in an application data region.

22. (Currently Amended) A video game system, comprising:

a processor; and

a hard disk drive coupled to the processor, the hard disk drive having: ~~being~~ ~~segregated into:~~ a first region to store user data that includes game data saved by a user of the video game system when the processor executes a video game; and a second region to store application data that includes data specific to the video game executed by the processor, wherein user data associated with the video game is segregated from user data associated with other video game applications and wherein the application data associated with the video game is segregated from application data associated with other video game applications.

23. (Previously Presented) A video game system as recited in claim 22 wherein the user data includes saved game data.

24. (Previously Presented) A video game system as recited in claim 22 wherein the application data includes data to be used during future executions of the associated application.

25. (Previously Presented) A video game system as recited in claim 22 further including a console application stored on the hard disk drive, the console application being configured to generate a list of user data stored in the first region.

26. (Previously Presented) A video game system as recited in claim 22 wherein the disk drive is configured to store a list of recently used nicknames.

27. (Previously Presented) A method comprising:  
identifying a game identifier associated with a video game installed in a game console, wherein the game console contains a hard disk drive;  
determining portions of the hard disk drive that are associated with the video game based on the game identifier; and  
preventing the video game from accessing portions of the hard disk drive that are not associated with the video game.

28. (Previously Presented) A method as recited in claim 27 further including saving a current state of the video game to the hard disk drive in response to a save game request.

29. (Previously Presented) A method as recited in claim 27 further including retrieving a list of saved games associated with the video game installed in the game console.

30. (Previously Presented) A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the game console; and

displaying the list of saved games to a user of the game console.

31. (Previously Presented) A method as recited in claim 27 further including:

retrieving a list of saved games associated with the video game installed in the game console;

displaying the list of saved games to a user of the game console; and

executing the video game using saved game data selected by the user of the game console.

32. (Original) A method as recited in claim 27 further including retrieving a list of recently used nicknames.



33. (Previously Presented) A method as recited in claim 27 further including retrieving a list of recently used nicknames associated with the video game installed in the game console.

34. (Previously Presented) A method as recited in claim 27 wherein determining portions of the hard disk drive that are associated with the video game based on the game identifier comprises:

determining a portion of a user data region on the hard disk drive that is associated with the video game that includes game data saved by a user of the game console when executing a video game; and

determining a portion of an application data region on the hard disk drive that is associated with the video game and that includes data specific to the video game installed in the game console.

35. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 27.

36. (Previously Presented) A method comprising:

retrieving a list of recently used nicknames in a game console, wherein at least one nickname in the list of recently used nicknames is associated with a first

game application, and wherein at least one nickname in the list of recently used nicknames is associated with a second game application;

displaying the list of recently used nicknames to a user of the game console; and

allowing the user of the game console to select a nickname from the list of recently used nicknames.

37. Canceled.

38. (Previously Presented) A method as recited in claim 36 wherein retrieving a list of recently used nicknames includes retrieving the list of recently used nicknames from a non-removable hard disk drive in the game console.

39. (Previously Presented) A method as recited in claim 36 further including allowing the user of the game console to create a new nickname.

40. (Previously Presented) A method as recited in claim 36 further including:

allowing the user of the game console to create a new nickname; and

adding the new nickname to the list of recently used nicknames.

41. (Original) A method as recited in claim 36 further including automatically entering the selected nickname into a high score display.

42. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 36.

43. – 56. Canceled.

57. (Previously Presented) A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

associate user data with a first region of a hard disk drive contained in the game console;

associate video game application data with a second region of the hard disk drive;

allow a video game application to access particular portions of the first region that are associated with the video game application;

allow the video game application to access particular portions of the second region that are associated with the video game application; and

prevent the video game application from accessing portions of the first region and the second region that are associated with other applications.

58. (Previously Presented) A computer-readable medium as recited in claim 57 wherein the computer-executable instructions further direct the game console to allow the video game application to access data in a portable memory unit coupled to a controller, wherein the controller is coupled to the game console.

59. Canceled.

60. (Previously Presented) A computer-readable medium as recited in claim 57 wherein the video game application receives user input from a controller coupled to the game console.

61. (Previously Presented) A video game system console comprising a common enclosure for both a processor and a hard disk drive, wherein the hard disk drive is a non-removable component of the common enclosure that must be present for the video game system console to boot to a video game console application that presents a graphical user interface providing a consistent user experience when navigating to different media types available on the video game system console.

62. (Previously Presented) The video game system console as defined in Claim 61, further comprising:

a port on the common enclosure housing for interfacing with a game controller; and

a port on the common enclosure housing for interfacing with a video output.

63. (Previously Presented) The video game system console as defined in Claim 61, wherein the common enclosure also contains a portable media reader for reading portable media having thereon the different media types available on the video game system console.

64. (Previously Presented) The video game system console as defined in Claim 63, wherein the different media types available on the video game system console are selected from the group consisting of:

media to play a game;

media to watch a movie; and

media to listen to music.

65. (Previously Presented) A video game system console as recited in claim 61, further comprising a housing that encloses:

the hard disk drive;

a processor for executing an application to present the graphical user interface; and

a port for interfacing with a game controller for receiving user input.

66. (Previously Presented) A video game system console as recited in claim 65, wherein:

the processor is coupled to a portable media reader in the enclosure to receive video game instructions for a video game from portable media read by the portable media reader;

the processor executes the video game using the game instructions read from the portable media in the portable media reader;

the processor is coupled to a controller and receives user commands when executing the video game; and

the processor, when executing the video game, sends video game data to the controller to be saved.

67. (Previously Presented) A game console comprising a processor, a portable media reader, a game controller including both an input device and a portable media reader-writer device, and a non-removable hard disk drive, wherein:

the portable media reader, the game controller, and the non-removable hard disk drive are coupled to the processor;

the non-removable hard disk drive stores a console application to which the game console boots;

the processor executes a video game using game instructions read from the portable media reader;

the processor receives input from the input device of the game controller;

the processor saves game data from the video game to portable media in the portable media reader-writer device of the game controller;  
and

the processor executes game instructions read from the portable media reader.

68. Canceled.

69. (Previously Presented) A game console comprising:

- an input port for receiving input from a controller operable by a player to generate video game control signals;
- an output port for outputting a display of three-dimensional video game play graphics for a television;
- a processor for executing instructions of a video game program;
- a controller system coupled to said input port and to said processor for executing commands related to the video game control signals;
- a portable media reader for optically reading media to be executed by the processor so as to output to the output port a display of graphics in accordance with the media; and
- a fixed disk in a non-removable hard disk drive in communication with the processor, the fixed disk including a boot sector for storing boot instructions to boot the processor to load an initial program, wherein:
  - upon booting the processor to load the initial program, the execution of the initial program by the processor outputs to the output port a display of a user interface that provides a prompt for selecting media to execute on the game console, wherein the processor will not boot without initially loading the initial program read from the fixed disk; and
  - processor executes instructions that are read from the selected media by the portable media reader.



70. (Previously Presented) The video game system console as defined in Claim 69, wherein the initial program is initially loaded from the hard disk drive upon booting the processor such that, prior to the portable media reader reading media containing video game instructions, a display containing the prompt is output to the output port.

71. (Previously Presented) The method as defined in Claim 69, further comprising:

identifying an identifier associated with the media;

determining portions of the hard disk drive that are associated with the identifier; and

preventing access to portions of the hard disk drive that are not associated with the identifier.